

{ The secret body of
Aldous Huxley }



R.I.S.K.
2019

1. This is What is Going on

In this game you will secretly be in control of one or more parts of Aldous Harding`s body. Your goal is to cooperate with the rest of the body (the other players) to achieve her goals and/or serve her best interests. This game does not actually require a game master, but you can choose to play with one if you prefer to.

To play the game you need a handful of six sided dice, a pen and some paper.

If you don't want to control Aldous Harding you can choose any other singer-songwriter you know of, like e.g. Bob Dylan, PJ Harvey, Beck, Janet Jackson, Fiona Apple, Sufjan Stevens, Joni Mitchell, Kelis, Kate Bush or Jonathan Richman. All players must control the same person.

2. This is Her Body and Soul

There are 8 body parts, belonging to 4 **body groups**:

Register consists of **Senses** and **Memory**

Process consists of the **Right Brain** Half and the **Left Brain** Half

Manipulate consists of **Arms** and **Legs**

Support consists of the **Respiratory System** and **Digestive System**

The performance of the body parts are influenced by the **Body State** (described in chapter 4).

Depending on the number of players, different body parts are in play. You can use the following suggestions, or decide yourselves.

2 players: One player controls Arms, both Brain halves and the Digestive System. The other player controls Legs, Memory, Senses and the Respiratory System.

3 players: One player controls Arms and Memory. The second player controls Legs and Respiratory System. The third player controls both brain halves and the Digestive System.

4 players: Each player controls the register, process, manipulate and support body groups.

3. This is How to Control Her Body

Normally you can get by in the world without much thought of how your body works. However, when someone in the group feels that a situation requires a test, the person controlling the appropriate body part or body group must do a test.

All body parts use the same test, a so called dice pool test: Throw a number of six sided dices. All results of 5 or 6 are counted as a success, while other results are not counted. At the start of the game you normally have **4** dice, but this may change.

It is sometimes necessary to do more than one test. Example: Aldous wants to improvise a song. To do so she makes a creative check using her **Right Brain Half** and a performance test using her **Respiratory System**. If both checks succeed the improvisation is a success. If only the creative check fails, the words and melody are unappealing - while if the performance check fails she sings badly and out of tune.

The group decides what tests are appropriate for each task you want to attempt.

Register

The **Senses** are used to register what is going on around you, to filter this information and deliver it to your brain. Your **Memory** probes your brain for information, filters this information and delivers it to your consciousness. Both body parts use the same test. Throw your dice, check your body state and find the result in the following table:

| Body State | 20+ | 12-19 | 7-11 | 1-6 |
|--------------|---|---|---|---|
| 0 successes | You fail to register the information. | You fail to register the information. | You fail to register the information and lose either 1 Mood or 1 Mental. | You fail to register the information and lose both 1 Mood and 1 Mental. |
| 1 success | You register the necessary information. | You register the necessary information. | You fail to register the information. | You fail to register the information and lose either 1 Mood or 1 Mental. |
| 2 successes | You register the information and gain +1 mental. | You register the necessary information. | You register the necessary information. | You fail to register the information and lose either 1 Mood or 1 Mental.. |
| 3+ successes | You register the information, gain +1 mental and choose 1 additional effect | You register the information and gain +1 mental | You register the necessary information. | You register the necessary information. |

Process

The brain is used to process the information you get from your senses and memory, to make choices, solve problems and make plans, and to direct your body into making physical actions and speech. The **Right Brain** Half is used for creative tasks and tasks that require imagination, to interpret 3D-shapes, to listen to and perform music and to intuitively try to find answers. It also controls the left side of your body. **The Left Brain** Half is used for analytic thought, numbers and mathematics, language and writing, logic and reasoning. It also controls the right side of your body.

Both body parts use the same test. Throw your dice, check your body state and find the result in the following table:

| Body State | 20+ | 12-19 | 7-11 | 1-6 |
|--------------|---|---|--|--|
| 0 successes | You make a <u>bad</u> decision | You make a <u>bad</u> decision | You make a <u>bad</u> decision and lose either 1 nutrition or 1 mental | You make a <u>bad</u> decision and lose <u>both</u> 1 nutrition and 1 mood |
| 1 success | You make a good decision | You make a good decision | You make a <u>bad</u> decision | You make a <u>bad</u> decision and lose either 1 nutrition or 1 mental |
| 2 successes | You make a good decision and gain +1 mental | You make a good decision | You make a good decision | You make a <u>bad</u> decision and lose either 1 nutrition or 1 mental |
| 3+ successes | You make a good decision, gain +1 mental and choose 1 additional effect | You make a good decision and gain +1 mental | You make a good decision | You make a good decision |

Manipulate

Arms and **Legs** are used to physically manipulate the body and its surroundings. You can also use this test for other physical actions, like biting, headbutting, grimacing, shivering, copulating or pushing with your back.

Both body parts use the same test. Throw your dice, check your body state and find the result in the following table:

| Body State | 20+ | 12-19 | 7-11 | 1-6 |
|--------------|---|---|---|---|
| 0 successes | You <u>fail</u> to perform the action | You <u>fail</u> to perform the action | You <u>fail</u> to perform the action and lose either 1 nutrition or 1 exhaustion | You <u>fail</u> to perform the action and lose <u>both</u> 1 nutrition and 1 mood |
| 1 success | You perform the action | You perform the action | You <u>fail</u> to perform the action | You <u>fail</u> to perform the action and lose either 1 nutrition or 1 exhaustion |
| 2 successes | You perform the action and gain +1 mood | You perform the action | You perform the action | You <u>fail</u> to perform the action and lose either 1 nutrition or 1 exhaustion |
| 3+ successes | You perform the action, gain +1 mood and choose 1 additional effect | You perform the action and gain +1 mood | You perform the action | You perform the action |

Support

The main job of the **Digestive** and **Respiratory Systems** are to support the body and its brain with oxygen and nutrition, and to clean out waste. The respiratory system is also used for speech and song. Both body parts use the same test. Throw your dice, check your body state and find the result in the following table:

| Body State | 20+ | 12-19 | 7-11 | 1-6 |
|--------------|---|---|--|--|
| 0 successes | You <u>fail</u> to support the action | You <u>fail</u> to support the action | You <u>fail</u> to support the action and lose either 1 mood or 1 exhaustion | You <u>fail</u> to support the action and lose <u>both</u> 1 mood and 1 exhaustion |
| 1 success | You support the action | You support the action | You <u>fail</u> to support the action | You <u>fail</u> to support the action and lose either 1 mood or 1 exhaustion |
| 2 successes | You support the action and gain +1 mood | You support the action | You support the action | You <u>fail</u> to support the action and lose either 1 mood or 1 exhaustion |
| 3+ successes | You support the action, gain +1 mood and choose 1 additional effect | You support the action and gain +1 mood | You support the action | You support the action |

4. This is the State of Aldous Harding's Body

The function of the various body parts are influenced by the combined sum of the four factors listed below. The combined sum is called the **Body State**.

All the below factors all start at 6 which means they're in top condition, while 1 equals critically low condition. If one of the factors reaches 0 Aldous Harding faints, falls asleep or goes mad - and might have to be hospitalised.

Have one person keep written track of both the factors and the changing **Body State** throughout the game.

Mental

This factor represents your mental well-being. Your level of self-observation, your understanding of reality and of others, your ability to balance emotions, your grasp on reality, your check on psychiatric conditions or tendencies (if you have any). Your mental health can be improved with exercise, meditation, rest or therapy.

Mood

This factor affects how you feel about yourself and how you interact with others. Your mood can be improved by eating when you're hungry, sleeping when you're tired - or through laughing, crying, touching others and be touched, having sex, meditating, exercising, partying or enjoying art and entertainment..

Exhaustion

This factor represents how physically tired or damaged your body is and your need of sleep. You repair exhaustion through rest, sleep, keeping fit and being in reasonably good mood.

Sustenance

This factor represents how hungry, thirsty or stuffed you are. It is also affected by drug use and intoxication. This factor has to be kept at balance between getting too little and too much sustenance.

If the **Body State** becomes 12 or lower, your number of dice is reduced to **3**. If the **Body State** ever exceeds 28 your number of dice increases to **5**.

5. Aldous Harding's Best Interests

Now you know how to control Aldous Harding's body. Next you want a challenge, a quest or task to test yourself with. The following are suggestions for challenges. As you play and gain an understanding of how the game works you will probably want to design your own challenges.

1. Aldous Harding and her mate Jared Samuel is driving with their van with musical equipment from Newcastle in New South Wales to Rockhampton in Queensland. The drive is supposed to take 14 hours. They start out at 06.00 in the morning and plan to start their gig in Rockhampton at 22.00. However, a little past Goondiwindi their van dies, and is beyond repair. The engine has broken down due to lack of oil. Now they have to find some other way of transporting themselves and their equipment, (most importantly two guitars and the keys). Jared's US phone doesn't seem to work here.
2. Aldous Harding is in a hotel bed in St.Louis in the USA. Last night she got too much drink and too little sleep. Her Mood, Exhaustion and Sustenance are all at 3. In 75 minutes she is meeting with a radio interviewer at the KDHX. The interview will also be taped and posted at YouTube. Her guitars are already in Chicago, where she is playing her next concert. She has to find something to eat, find out how to get to the radio station and make sure there is a guitar she can borrow there. Then she has to get through the interview and perform a couple of songs.
3. Aldous Harding is at her mother's house in Lyttelton, New Zealand. She is hungry - her nutrition and mood are at 3. She has been touring and has not seen her mother in 11 months. Just as the two of them are having a morning walk to the shop to buy breakfast. a childhood classmate is approaching them. Aldous has not seen him in years. She used to be crazy about him, but he always had a girlfriend. Now he congratulates Aldous on her success. She still finds him attractive. Aldous wants to find out if he currently has a girlfriend without him suspecting her of being interested, she wants some quality time with her mother and she wants food.
4. Aldous is at the airport in Helsinki. The clock is 9 in the evening. She is tired (exhaustion 2) but otherwise fine. She has her luggage and two guitars, but her phone is not working. She is supposed to take contact with the people organizing her first Finland concert in Turku the next day, but she can't remember their finnish names, the name of the place where she is supposed to hold the concert or the name of her hotel. Also she does not know whether the hotel is in Turku or Helsinki. Outside the air is biting cold, at -12 degrees Celsius. She's only wearing a shirt, jeans and denim jacket. She hasn't packed anything warmer than that.
5. Aldous has toured Japan for a month and is taking a weekend break alone at an onsen hotel north of Tokyo before she's heading to Hawaii. She is enjoying a hot jacuzzi bath in

her room, when a Japanese man in his forties enter through the balcony door. He is wearing Aldous Harding merchandise and is smiling. He carries a heavy bag and there's something off with his eyes. He might be drugged or crazy. When Aldous stretches for her towel the man sternly signals her to stop.

6. Aldous is touring Europe, and is visiting a German friend at an old farm near Ludwigsstadt in Bavaria, when the zombie apocalypse breaks out. As the farm is fairly isolated they stay there for the first 3 days, but when the radio tells them that 90% of central Europe is now overrun by zombies they decide to try making it to the coast, where they will try to get a boat passage to one of the safe islands. The three of them have food for about two weeks. The radio mentions that Iceland, Shetland, Bornholm, Jersey and Guernsey, Texel, Malta and Ibiza are safe.

6. This is What We Know about Aldous Harding

Aldous Harding was born Hannah Harding in 1990 and grew up in Lyttleton, New Zealand. Her mother is well known folk singer Lorina Harding. The influence of the folk genre is noticeable also in Aldous' music. She was supposedly not planning to make a career in music, but while she was performing (busking) in the street she was discovered by fellow artist Anika Moa. She has since cooperated with a number of other musicians made three albums:

Aldous Harding (2014)

Party (2017)

Designer (released April 26. 2019).

A video for "The Barrel" from the Designer album was released in February 2019.

Watch it here: <https://www.youtube.com/watch?v=QyZeJr5ppm8>

Here's a fresh presentation of her: <https://thecluny.com/listing/aldous-harding/>